BeoCom 2
Guide
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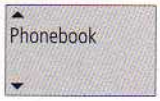
3507218011
BANG & OLUFSEN
B&O

BeoCom 2

Key

Display



> An up arrow ▲ or a down arrow ▼ on the display indicates that there is more information available than is shown on the display. This information can be accessed by moving the **Track point** in the direction of the arrow.

Track point and keys

> The **Track point** is your cursor for operating the functions shown on the display.
> The operation sequences indicate in which direction(s) (▲ ▼ ◀ ▶) to move the **Track point**.

Keys

OK

> The operation sequences show the keys you have to press.

Where sequences are solely repetitions, the Track point and keys are only shown once.

Although the phone is an everyday object for people today, there is no need for it to be invisible. BeoCom 2 has a unique design and a specially composed ringer signal which alerts you to calls without being intrusive.

BeoCom 2 is a cordless phone with a range which allows you to move freely around your home while you are talking.

The phone is operated via the display and the Track point on the handset keypad.

BeoCom 2 is available in two versions: as a wall-mounted model, where the base is fixed to the wall, and as a table-top model. There is no difference in operation between the two models.

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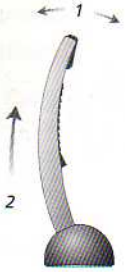
Placement and surroundings



The BeoCom 2 handset is designed to be placed in the base. To lift the handset from the base, move the handset gently forwards or backwards *(1)* and lift it from the base *(2)*.

The phone must not be placed in damp, dusty or polluted surroundings and should not be exposed to direct sunlight or liquids.

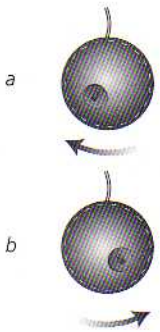
Avoid the handset charging contacts touching metal or greasy parts.

Surroundings – technical data
The phone should be placed in surroundings with an ambient temperature of 0 – 45° C and a relative humidity of 15% – 95%.

The cordless phone has a range indoors of up to 50 metres, and outdoors of up to 300 metres. However, both figures are dependent on conditions.

The phone's cordless system is based on the DECT standard.

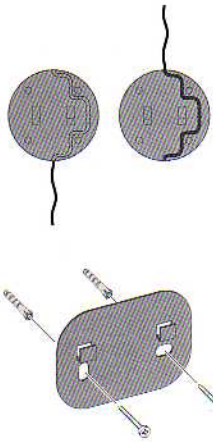
The power supply for the base's mains adapter is 230 V AC/ 6 and 8 V DC.



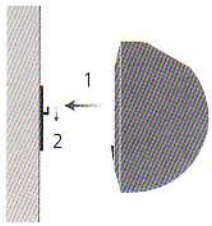
Placement of the table-top model
You can turn the base either to the right *(a)* or to the left *(b)*. The cable is fixed, but you can turn the base so that the base, cable and handset are in the ideal position.

Installing the wall-mounted model
The cable attached to the base is fixed, but you can choose to run the cable up or down from the base, depending on what is most suitable.

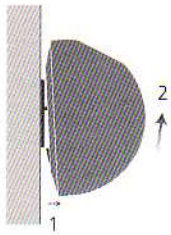
> The bottom of the base has a channel along which you can thread the cable if it is to run upwards from the base.
> Use the wall bracket as a template to mark the position of the two holes to be drilled on the wall.
> Fasten the bracket to the wall using wall plugs and screws.
> Then attach the base to the bracket by hanging it securely onto the two hooks on the bracket.



Now connect the phone as described on page 8.



Detaching the base from the wall bracket
The base is fixed to the wall bracket by means of the small protrusion on the bottom of the base. Detach the base by first lifting the lower edge of the base away from the wall and then pushing it upwards a little.



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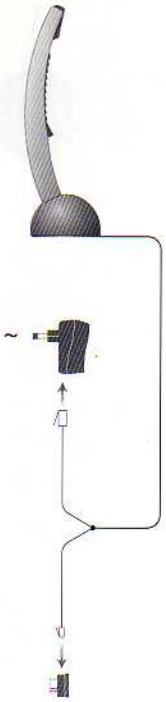
Phone maintenance and cleaning
Clean your BeoCom 2 with a soft, damp cloth with a few drops of mild detergent added.

Note that the surface of the handset may be damaged by rough treatment, e.g. knocking and scraping against hard or rough surfaces.

Connection



To start using the phone, it must be connected to the phone network and the mains electricity supply.

Connecting the phone

1 Connect the cables as shown. Connect the large plug to the mains adapter and the small plug to the phone plug.
2 Connect the phone plug to the phone network.
3 Connect the mains adapter to the mains.

BeoCom 2 will not work unless the mains adapter is connected. Therefore, the phone cannot be used during a power cut, not even for emergency calls!

The handset and the base should always be switched on. However, the handset can be switched off by pressing OK and holding it down for around 4 seconds. Press the Call button to switch on the handset.

Special features of your BeoCom 2

BeoCom 2 is intended for use on public analogue networks. The phone supports Caller ID, as long as this automated service is offered by your phone company.

The phone can only be expected to function in the country for which it was manufactured, as transmission systems, legal requirements and automated services may vary from country to country. The packaging will state for which country your BeoCom 2 is manufactured. The national identity letters can be found above the lowest barcode on the label.

If you are in any doubt about the use of your BeoCom 2, please contact your retailer for more information.

Bang & Olufsen hereby declare that BeoCom 2 is in accordance with the fundamental requirements and other relevant regulations in Directive 1999/5/EC.

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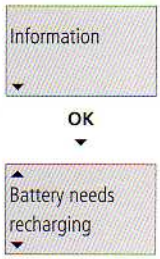
Charging the handset battery

When the handset is placed in the base, the battery is charged if necessary. For safety reasons the battery is not charged when packed. Therefore, it is necessary to charge the battery before you can use the phone. The first time you charge the battery, charge it for at least 20 minutes.

If the handset suggests recharging...

> When 'Information' is shown on the display, use **OK** and the **Track point** to bring up the information.
> If one of the messages is that the battery needs recharging, place the handset in the base. The battery will now be recharged automatically.



Worth knowing when charging...

- To be able to charge the battery, the base must be connected to the mains.
- It takes 5 hours to fully charge the battery.
- Talk-time per charge is approx. 20 hours.
- Stand-by time per charge is approx. 150 hours.

Leaving the handset in the base does not reduce the lifetime of the battery. The handset controls battery charging, so you can always place the handset in the base after use, even if the battery does not need recharging.

Setting the time and date

Once you have connected the phone, the display will prompt you to set the time and date. The time is shown when the phone is not in use and when there is no new information on the display. The time and date are also shown in conjunction with Caller ID and Redial.

Information

OK

The clock has not been set

OK

> Immediately after connecting, the display will show the word 'Information'. Press **OK** and push the **Track point** down to show time and date information.
> Press **OK** to start the settings procedure.
> Use the **Track point** to set the day, month, year and time.
> Press **OK** to save each setting.

Handset keys

View information on the display and move through the menus.

The **Track point** is located above the **OK** key – used to operate the menu system.
Push the **Track point** up or down, to the left or the right. You can quickly adjust the volume level during a call.

Press **OK** to accept and store an entry. **OK**

Enter the digits of a phone number. **0 – 9**

Used in phone numbers, for Call diversion and automated services. ✳

Used in phone numbers, for Call diversion and automated services. ⌗

Connects and disconnects the microphone – also used to insert a pause in a phone number.

Used in conjunction with Call diversion systems and services. **R**

Deletes the most recent entry. Press **C** and hold it down to exit a function. **C**

Adjusts the volume of Bang & Olufsen Audio Video systems. **AV**

No function. Ready for future use. **INT**

Call button – start and end a call.

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Handset display

The primary function of the display is to keep you informed before, during and after a call. The phone attracts attention by a light flashing on the display. The display shows when there are new calls. Not all information causes the display to flash.

Options shown on the display – menus

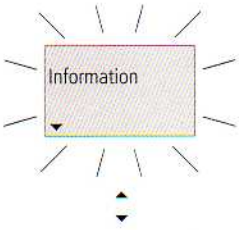
In addition to seeing the phone's current status, you can also access the phone's menus and settings options.

> The up ▲ and down arrows ▼ on the display tell you that more information or settings are available. Access them by moving the **Track point** on the key pad up or down.
> Then press **OK** to select the required menu.

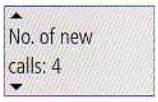
Information on the display

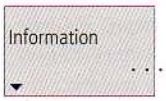
When the display shows 'Information', with or without it flashing:

> Press **OK** to view the first item of information.
> Then push the **Track point** down to view any other information.
> Press **OK** for more information or to deal with the information.

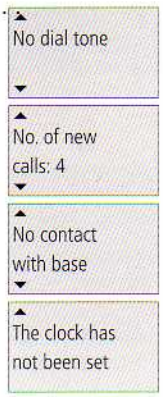


To switch off the information function if you do not want to be informed of new calls, see page 27.



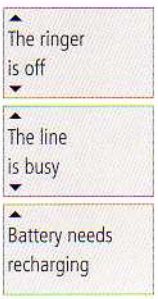


With a flashing display:



'Information' in the BeoCom 2 display may be shown with or without the display flashing...

Without a flashing display:



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Making and answering calls

The Call button on the BeoCom 2 is used to start and end a call. During the call the phone displays the duration of the call and the number or name of the person called.

Making and ending calls

0 – 9

Enter no.:
6922_

Call button

Calling...
692288_

> Enter the phone number using the number keys. If you make a mistake, use the **C** key to delete the digits one by one in reverse order.
> Use the **Call button** to make a call.
> When your conversation is over, use the **Call button** to end the call,
or
Place the handset in the base.

You can also press OK twice after entering a number to make a call. If you use this method, use C to correct the number before you press OK the second time to make a call. It is also possible to press the Call button first and then enter the phone number.

Answering a call

692289...

Call button

> Press the **Call button** to answer a call.

You can set the phone to auto offhook, which means that you do not need to press the Call button to answer a call, simply lift the handset from the base, see page 27.

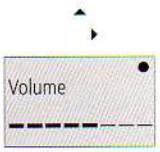
NOTE! While the call is in progress, • is shown in the top right-hand corner of the display.

Volume and the microphone

During a call, you can adjust the volume level using the Track point. You can also switch off the microphone if you do not wish the person on the phone to overhear a conversation you are having with a person in the room.

Turning up the handset volume

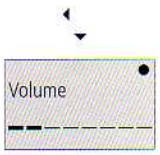
> Push the **Track point** up or to the right to turn up the volume.



Turning down the handset volume

> Push the **Track point** down or to the left to turn down the volume.

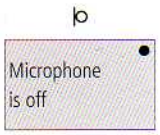
A new call will start at the volume you last used.



Turning the microphone on or off

> Press to turn off the microphone.
> Press to turn on the microphone again.

If the microphone has been turned off, you will hear a signal from the handset.



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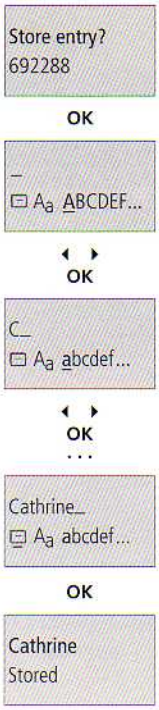
Storing entries in the Phonebook

After a call, you will be asked whether you want to store the number in the Phonebook, if it is not already there. You can also enter a name with the number.



Storing a name and number in the Phonebook after a call

> Once the call has ended, press **OK** to save the number and enter a name.
> Use the **Track point** to select a letter from the list on the display.
> Press **OK** to store the selected letter. The list of letters will now change to small letters.
> Finish typing the name...
> Push the **Track point** to the left or the right to select ⊡.
> Press **OK** to store the name and number in the Phonebook.

Editing when entering a name

In the list of letters, letters specific to other countries are indicated by **@a**, with **Aa** indicating a switch between capital and small letters. The empty spaces in the list indicate a space, and ⊡ is the store symbol.

Press **OK** to store the selected letter.

Press **C** to delete the letter or symbol last selected.

Push the **Track point** up to move up to the name line, and push the **Track point** to the left or the right to move the cursor to the letter you wish to change. Use the same method to insert new letters in the name.

You can cancel entering a name by holding down the **C** key.

NOTE! Once you have stored a phone number in the Phonebook, the easiest way to call that number is to search for it in the Phonebook using the Track point and then pressing OK twice to make the call, see page 18.

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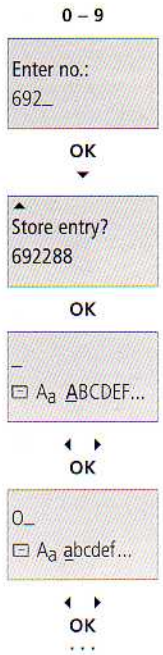
Entering a new name and number

The Phonebook allows you to store around 200 numbers and names.* Store a number and name immediately after a call, as described on page 16, or start by entering the number you wish to store and then add a name. A number may contain up to 48 digits and the accompanying name up to 24 characters.

Entering a number and accompanying name

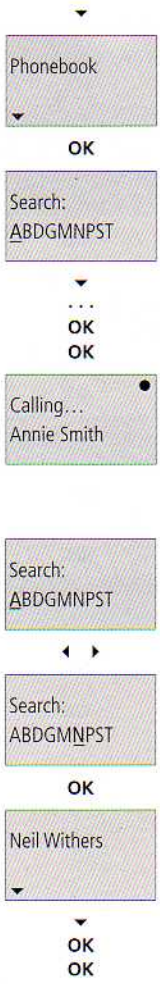
> Enter the phone number.
> Press **OK** to store it.
> Push the **Track point** down to switch from 'Call?' to 'Store entry?'.
> Press **OK** to bring up the list of letters.
> Push the **Track point** to the left or to the right to select the letters for the name.
> Press **OK** to store the selected letter.
> Once you have entered the name, use the **Track point** to move to ⊡ on the letters line.
> Press **OK** to store the name and number.

**The maximum number of entries in the Phonebook depends on the length of the names and numbers you enter.*



Searching the Phonebook and making a call

Use the Track point to search the Phonebook. You can either search through all names and numbers in the Phonebook, or search on the first letter. Once you have found the name, make the call by pressing OK.



Searching through all the names in the Phonebook and making a call

> Push the **Track point** down until 'Phonebook' appears on the display.
> Press **OK** to access the Phonebook. Only the relevant first letters are shown, i.e. the letters under which names have been stored.
> Push the **Track point** down to search through all the names in the Phonebook – the names are listed in alphabetical order.
> Press **OK** to select the name – 'Call?' is shown.
> Press **OK** to make the call.

Push the Track point to the right when a name is displayed to view the accompanying phone number. Push the Track point to the left to return to the name.

Searching alphabetically

> Push the **Track point** down until 'Phonebook' appears on the display.
> Press **OK** to access the Phonebook.
> Push the **Track point** to the left or the right to select the first letter.
> Press **OK** to search through names with the first letter you selected.
> Push the **Track point** down to search through the names.
> Press **OK** to select the name.
> Press **OK** to make the call.

When the display is showing the time or 'Information', you can access the Phonebook simply by pushing the Track point to the right.

During a call you can access the Phonebook by pressing OK, which then allows you to search, edit or delete any of the entries in the Phonebook.

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Editing the Phonebook

Changing a number or name in the Phonebook is easy. Bring up the Phonebook and search through all the names and numbers or search on the first letter and select the name or number you wish to change.

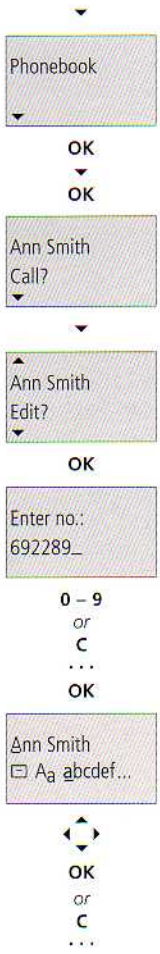
Changing a name or number in the Phonebook

Changing a number...

> Push the **Track point** down until 'Phonebook' appears on the display.
> Press **OK** to access the Phonebook.
> Push the **Track point** down to search through all the names in the Phonebook.
> Press **OK** to select the name. 'Call?' is displayed.
> Push the **Track point** down to select 'Edit? '.
> Press **OK**.
> Use the number keys **0** – **9**, and #, * to change the number – use the **Track point** to move the cursor within the number and press **C** to delete individual digits.
> Press **OK** to store the changed number – the list of letters will now be displayed instead of the number.

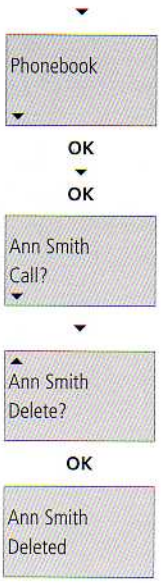
Changing a name...

> In order to move the cursor within the name or the list of letters, push the **Track point** to the right or the left in the name to the letter you wish to change or add.
> Push the **Track point** down to move down to the list of letters and select a new letter. Push the **Track point** up to return to the name.
> Press **OK** to add the letter.
> Press **C** to delete letters in the name.
> Finish editing the name...
> Push the **Track point** to the left or the right to select ⊟.
> Press **OK** to store the changed name.



Deleting entries from the Phonebook

Deleting names and numbers from the Phonebook is easy. Bring up the Phonebook and search through all the names and numbers or search on the first letter and select the name and number you wish to delete.



Deleting a name and number from the Phonebook

> Push the **Track point** down until 'Phonebook' appears on the display.
> Press **OK** to access the Phonebook.
> Push the **Track point** down to search through all the names in the Phonebook.
> Press **OK** to select the name. 'Call?' is displayed.
> Push the **Track point** down to select 'Delete?'.
> Press **OK** to delete the name and number.

Extension numbers – calling and storing

You can insert a pause between a phone number and an extension number. This is necessary if you call a person or a company with an automated switchboard and want to be connected directly to the extension number.

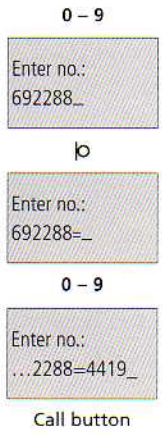
Calling an extension number

> Enter the phone number.
> Press P.
> Enter the extension number.
> Use the **Call button** to make the call.

Each time you press P, a pause of 3 seconds is added.

If you use phone banking or similar, you can also store the number with pauses where you would otherwise have to wait for a new dialling tone.

If you store a number with a pause in the Phonebook, the pause is used each time you call this number. See page 17 for instructions on how to set up a new name and number in the Phonebook.



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Redial – making a call

The Redial function stores the phone numbers you last called. In addition to the number called, you can also view the date and time of the call. If you have entered a name in the Phonebook, this is displayed instead of the number.

Checking the Redial list and making a call

> Push the **Track point** down until 'Redial' appears on the display.
> Press **OK** to access the Redial list.
> Push the **Track point** down to view your calls.
> Press **OK** to select the name – 'Call?' is shown.
> Press **OK** to make the call.

Storing a Redial number in the Phonebook

> Push the **Track point** down until 'Redial' appears on the display.
> Press **OK** to access the Redial list.
> Push the **Track point** down to select the number.
> Press **OK**.'Call?' is displayed.
> Push the **Track point** down until 'Store entry?' appears on the display.
> Press **OK** to store the selected number.

Push the Track point to the right when a name or number is displayed to view the time of the call. Push the Track point to the left to return to the name.

Press OK to select a name, then push the Track point to the right to view the accompanying phone number.

If the number is already in the Phonebook, you can edit it.

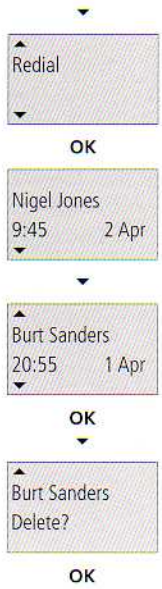
Deleting entries from the Redial list

BeoCom 2 automatically deletes the oldest Redial entries, as only the 16 most recent calls are stored in Redial. You can also delete a name and number from the Redial list yourself.

Deleting a Redial number

> Push the **Track point** down until 'Redial' appears on the display.
> Press **OK** to access the Redial list.
> Push the **Track point** down to view your calls.
> Press **OK** to select one of the calls.
> Push the **Track point** down until 'Delete?' appears on the display.
> Press **OK** to delete the selected number.

You can also choose to delete the entire Redial list at once, see page 27.



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Caller ID – making a call

BeoCom 2 has an integral Caller ID function, enabling you to see who has called you on the display. In the case of repeated calls from the same number, only the most recent one is shown. New, unanswered calls are indicated by the display showing 'Information' and flashing.

Checking Caller ID and making a call

> Push the **Track point** down until 'Caller ID' appears on the display.
> Press **OK** to access the Caller ID list.
> Push the **Track point** down to view calls stored in Caller ID.
Press **OK** to select the name – 'Call?' is shown.
> Press **OK** to make the call.

Storing a Caller ID number in the Phonebook

> Push the **Track point** down until 'Caller ID' appears on the display.
> Press **OK** to access the Caller ID list.
> Push the **Track point** down to select the number.
> Press **OK**.'Call?' is displayed.
> Push the **Track point** down until 'Store entry?' appears on the display.
> Press **OK** to store the selected number.

Push the Track point to the right when a name or number is displayed to view the number of new calls from that number. Push the Track point to the left to return to the name.

Press OK to select a name, then push the Track point to the right to view the accompanying phone number.

If the number is already in the Phonebook, you can edit it.

Contact your telephone company for more information on the availability of Caller ID.
If Caller ID is not possible, the following information is sent out by the phone company:
– 'Anonymous call' for a call from a witheld number.
– 'International call' for international calls.
– 'Incoming call' is shown if the Caller ID information is not supplied. The call is not stored in the Caller ID list.

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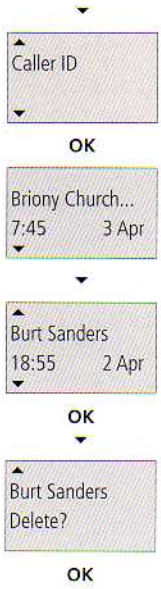
Deleting entries from the Caller ID list

BeoCom 2 automatically deletes the oldest Caller ID entries, as only the 16 most recent calls are stored in Caller ID. You can also delete a name and number from the Caller ID list yourself.

Deleting a Caller ID call

> Push the **Track point** down until 'Caller ID' appears on the display.
> Press **OK** to access the Caller ID list.
> Push the **Track point** down to view calls stored in Caller ID.
> Press **OK** to select one of the calls.
> Push the **Track point** down until 'Delete?' appears on the display.
> Press **OK** to delete the selected Caller ID call.

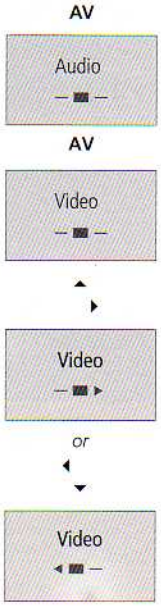
You can also choose to delete the entire Caller ID list at once, see page 27.



Audio Video Link volume control

You can adjust the volume of your Bang & Olufsen audio and video products directly from your phone handset. First select which sound source, audio or video, you wish to adjust. If you have a Bang & Olufsen BeoLink® system installed, you can also adjust the volume in a link room.

The sound source which you last adjusted is shown as the first option on the display.



Adjusting the volume of an Audio, Video or Link system

> Press **AV** repeatedly to select the sound source to be adjusted, 'Audio', 'Video', 'Link Audio' or 'Link Video'.

> Push the **Track point** up or to the right to increase the volume or push the **Track point** to the left or down to decrease the volume.

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Settings

You can set up your BeoCom 2 to suit your own patterns of use. Adjust the volume of the ringer signal, set the time, date and language and decide whether you want new calls to be displayed. You can also choose auto offhook when answering a call, and delete all names and numbers from the Caller ID and Redial lists.

Selecting your settings

> Push the **Track point** down until 'Setup menu' appears on the display.

> Press **OK** to select 'Setup menu'. The display shows the menu for 'Ringer level'.

> Push the **Track point** down to select the settings menu required.

> Press **OK** to make a selection.

> Use the **Track point** to change settings, or to switch features on or off – push it either to the left or to the right, up or down.

> Press **OK** to store the setting.

Settings – which settings can be changed?

Ringer level... The volume can be set to 'Ringer off', 'Low', 'Medium' or 'Loud'. The ringer signal selected is played after a moment.

Time and date... Set the day, month, year and time.

Display news... The news indication is switched on when you purchase the phone, so that you can use 'Information' to see how many new calls and messages you have received.

Auto offhook... Switch auto offhook on if you want your BeoCom 2 to be ready to answer a call as soon as you lift the handset from the base. Auto offhook is switched off when you purchase the phone.

Language... When setting the language of the display texts, you can choose between four languages.

Resettings... Delete the entire content of the Caller ID or Redial lists at once. Select which list you wish to delete.

If you disconnect the ringer signal, the phone will not ring but it will still register the call in the Caller ID list. The ringer signal is disconnected until you choose another setting, 'Low', 'Medium' or 'Loud'.

Auto offhook can only be used if the handset is placed in the base. If the handset is not placed in the base, you must always press the Call button to answer a call.

For your information

Your needs as a user are given careful consideration in the design and development of a Bang & Olufsen product, and we constantly strive to make our products easy and comfortable to use.

We therefore hope that you will take the time to tell us about your experiences with your Bang & Olufsen product. Anything which you consider to be important – positive or negative – may help us in our efforts to refine our products even further.

Thank you!

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Fax: Bang & Olufsen Telecom a/s
Customer Services
+45 96 84 44 01

e-mail: telecom@bang-olufsen.dk

Visit our Web site at:
www.bang-olufsen.com

Conditions of the guarantee

Each Bang & Olufsen product purchased from an authorised Bang & Olufsen retailer carries a guarantee against defects in workmanship and materials. The guarantor is the authorised Bang & Olufsen retailer or subsequently the national Bang & Olufsen representative. The guarantee period is 24 months.

The guarantee covers the repair costs (i.e. spare parts and labour costs) for the product. The guarantee also covers accessories.

As Bang & Olufsen phone products only function in the country for which they were produced, the guarantee only applies in that country. This is due to the variations in transmission systems and legal requirements from country to country.

The guarantee does not cover damage due to accidents, including damage by lightning, fire, water and transport damage, misuse or negligence. Bang & Olufsen is not responsible for any indirect loss, including any consequential loss.

The guarantee does not cover transport costs or the replacement of batteries.

The guarantee is annulled if the product is repaired or modified other than by a person authorised by Bang & Olufsen or if the serial number has been removed from the product.

For the guarantee to be valid, a document is required stating the following:
- *Product name and type number*
- *Serial number*
- *Date of purchase/delivery*
- *Guarantee period*
- *Stamp and signature of an authorised Bang & Olufsen retailer*

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